

Liz Reckart

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[LinkedIn](#) | [Portfolio](#)

Education

University of Pennsylvania School of Engineering and Applied Science

May 2019

Candidate for BSE in Computer Science with Minors in Fine Arts and Math

Experience

Media & Pipeline Development Intern, Walt Disney Imagineering

May 2018–October 2018

- Helped develop a pipeline for projects at Imagineering, focusing on one that will be installed in Tokyo Disney Resort
- Wrote tools for artists to use in Maya and Unreal using Python
- Played major role in developing the Unreal pipeline for a project with Disney R&D using Python and C++

Resident Teaching Assistant, Engineering Summer Academy at Penn

2016; 2017

- Acted as an RA and TA for high school students participating in the Complex Networks (2016) and Computer Science (2017) tracks
- Held office hours/review sessions, graded all homework/tests/final projects, taught MATLAB and Python
- Planned community building events and educational information sessions on the college application process, resumes, and college life for 250 students

Intern, Turning Technologies

2016–2017

- Provided training and technical support for more than 60 University of Pennsylvania faculty to integrate the TurningPoint package, an interactive polling system, into their classrooms
- Served on Student Advisory Board dedicated to reviewing and providing feedback on developing apps
- Researched eleven competitors to compare business data including: primary market, pricing model, hardware type, and software package

Internal & External Affairs Director, Arts House Dance Company

2016–2017

- Student-run dance company at University of Pennsylvania that produces two shows annually
- Planned and coordinated monthly events averaging 30 attendees with the company and other performing arts groups on campus to facilitate collaboration and artistic development through networking

Activities Co-Director, Society of Women Engineers

2016

- Organized mentor programs and outreach events averaging 20 attendees for women engineers to facilitate discussions about engineering community hardships and to enable underclassmen to seek advice from upperclassmen and their peers
- Held monthly general board meetings open to all female engineers on campus to learn about upcoming events and growth opportunities

Projects & Honors

Disney Imaginations Finalist, Personal Side Project

2017–2018

- Collaborated with three students to design, develop, and present a concept on a themed experience in Space
- Main role included character development, writing, 3D modeling using Maya, and graphic design using Illustrator
- Our team was selected as one of six finalists out of over 270 teams
- Flown to Walt Disney Imagineering headquarters for a week-long trip to present the concept to Imagineering executives

Pointe Shoes, Personal Side Project

2017–Present

- Filmed, edited, and rotoscoped dancer's feet in pointe shoes using Photoshop and Premiere Pro

The Impact Series, Dancer & Video Editor

2016–2018

- Collaborated on a series of Arts House Dance Company videos addressing current social issues

Creep, Dancer

2017

- Music video created by Arts House Dance Company and Counterparts, an a cappella student group
- Winner of Best Mixed Collegiate Video; Nominated for Best Pop/Rock Video for the A Cappella Video Awards

Skills & Activities

Skills: Python, Java, C, SQL, Maya, Unreal Engine 4, Photoshop, Illustrator, Premiere Pro, Git, JIRA, Confluence

Clubs: Arts House Dance Company, Women in Computer Science, Chi Omega Sorority, Kinoki Senior Society